

WHAT IS CLAIMED IS:

1. A computer-readable storage medium storing a program for a video game, which draws an object in a virtual space,

5 wherein said program is structured so as to make a computer perform:

generating a contour-drawing object having a size greater than that of said object;

10 determining positions of said contour-drawing object and said object so that said contour-drawing object thus generated is positioned behind said object when observed from a view point; and

15 drawing said object at said position thus determined and drawing said contour-drawing object in an optional contour color and at said determined position except for an overlapping portion between said object and said contour-drawing object when observed from the view point.

20 2. The computer-readable storage medium according to Claim 1, wherein in said drawing, said contour-drawing object and said object are drawn at said respective determined positions in the order named.

25 3. The computer-readable storage medium according to Claim 1, wherein in said drawing, a hidden surface removal treatment using a Z buffer is carried out to draw said object at said determined position and draw said contour-drawing object at said determined position  
30 and in the optional contour color.

4. The computer-readable storage medium according to Claim 1, wherein in said generation of the contour-drawing object, the contour-drawing object is generated by expanding the size of said object.

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5. The computer-readable storage medium according to Claim 1, wherein in said determining, the positions of said contour-drawing object and said object are determined so that said contour-drawing object generated appears outside the edge of said object when observed from the view point.

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6. The computer-readable storage medium according to Claim 1, wherein in said drawing, said object is drawn at said determined position and said contour-drawing object is drawn at said determined position except for the overlapping portion between said object and said contour-drawing object when observed from the view point, by use of texture mapping.

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7. The computer-readable storage medium according to Claim 1, wherein in said drawing, said object is drawn at said determined position and said contour-drawing object is drawn at said determined position except for the overlapping portion between said object and said contour-drawing object when observed from the view point, by use of texture mapping with texture varying with a lapse of time.

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8. A computer-readable storage medium storing a program for a video game, which draws an object

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comprised of a plurality of polygons,

wherein said program is structured so as to make a computer perform:

generating a contour-drawing object having a size  
5 greater than that of said object;

setting a distance from a view point of each  
polygon forming said contour-drawing object and said  
object so that said contour-drawing object thus  
generated is positioned behind said object when  
10 observed from the view point; and

drawing each polygon forming said object and  
drawing each polygon forming said contour-drawing  
object in an optional contour color in accordance with  
a drawing order of said polygons resulting from  
15 sequencing of said polygons from the greatest distance  
from the view point, set in said setting.

9. A computer-readable storage medium storing a  
program for a video game, which draws an object  
20 comprised of a plurality of polygons,

wherein said program is structured so as to make a computer perform:

generating a contour-drawing object having a size  
greater than that of said object;

25 setting a distance from a view point of each  
polygon forming said contour-drawing object and said  
object so that said contour-drawing object thus  
generated is positioned behind said object when  
observed from the view point; and

30 drawing a pixel according to a polygon having a  
distance closest to the view point, set in said

setting, out of polygons projectable into said pixel,  
wherein when the polygon projected into the pixel is a  
polygon forming said object, said pixel is drawn  
according to said polygon and wherein when the polygon  
5 projected into the pixel is a polygon forming said  
contour-drawing object, said pixel is drawn in an  
optional contour color.

10. An object drawing method in a video game,  
10 which draws an object in a virtual space, said object  
drawing method comprising:

generating a contour-drawing object having a size  
greater than that of said object;

determining positions of said contour-drawing  
15 object and said object so that said contour-drawing  
object thus generated is positioned behind said object  
when observed from a view point; and

drawing said object at said position thus  
determined and drawing said contour-drawing object in  
20 an optional contour color and at said determined  
position except for an overlapping portion between said  
object and said contour-drawing object when observed  
from the view point.

25 11. The object drawing method in the video game  
according to Claim 10, wherein in said drawing, said  
contour-drawing object and said object are drawn at  
said respective determined positions in the order  
named.

30 12. An object drawing method in a video game,

which draws an object comprised of a plurality of polygons, said object drawing method comprising:

generating a contour-drawing object having a size greater than that of said object;

5        setting a distance from a view point of each polygon forming said contour-drawing object and said object so that said contour-drawing object thus generated is positioned behind said object when observed from the view point; and

10        drawing each polygon forming said object and drawing each polygon forming said contour-drawing object in an optional contour color in accordance with a drawing order of said polygons resulting from sequencing of said polygons from the greatest distance  
15        from the view point, set in said setting.

13. An object drawing method in a video game, which draws an object comprised of a plurality of polygons, said object drawing method comprising:

20        generating a contour-drawing object having a size greater than that of said object;

25        setting a distance from a view point of each polygon forming said contour-drawing object and said object so that said contour-drawing object thus generated is positioned behind said object when observed from the view point; and

30        drawing a pixel according to a polygon having a distance closest to the view point, set in said setting, out of polygons projectable into said pixel, wherein when the polygon projected into the pixel is a polygon forming said object, said pixel is drawn

according to said polygon and wherein when the polygon projected into the pixel is a polygon forming said contour-drawing object, said pixel is drawn in an optional contour color.

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14. A video game apparatus, which comprises  
a computer-readable storage medium storing a program for a video game which draws an object in a virtual space; and

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a computer which reads out at least one part of said program from said recording medium to perform, by reading out at least one part of said program from said storage medium, generating a contour-drawing object having a size greater than that of said object;

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determining positions of said contour-drawing object and said object so that said contour-drawing object thus generated in said generation is positioned behind said object when observed from a view point; and

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drawing said object at said position thus determined by said position determination and drawing said contour-drawing object in an optional contour color and at said position determined by said position determination except for an overlapping portion between said object and said contour-drawing object when observed from the view point.

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15. The video game apparatus according to Claim 14, wherein said drawing means draws said contour-drawing object and said object at said respective positions determined by said position determining means in the order named.

16. A video game apparatus, which comprises  
a computer-readable storage medium storing a  
program for a video game which draws an object  
5 comprised of a plurality of polygons in a virtual  
space; and

a computer which reads out at least one part of  
said program from said recording medium to perform, by  
reading out at least one part of said program from said  
10 storage medium, generating a contour-drawing object  
having a size greater than that of said object; setting  
a distance from a view point of each polygon forming  
said contour-drawing object and said object so that  
said contour-drawing object thus generated by said  
15 generation is positioned behind said object when  
observed from the view point; and drawing each polygon  
forming said object and drawing each polygon forming  
said contour-drawing object in an optional contour  
color in accordance with a drawing order of said  
20 polygons resulting from sequencing of said polygons  
from the greatest distance from the view point, set in  
said setting.

16. A video game apparatus, which comprises:  
25 a computer-readable storage medium storing a  
program for a video game which draws an object  
comprised of a plurality of polygons in a virtual  
space; and

a computer which reads out at least one part of  
30 said program from said recording medium to perform, by  
reading out at least one part of said program from said

storage medium,

generating a contour-drawing object having a size greater than that of said object;

5        setting a distance from a view point of each polygon forming said contour-drawing object and said object so that said contour-drawing object thus generated in said generation is positioned behind said object when observed from the view point; and

10        drawing a pixel according to a polygon having a distance closest to the view point, set in said setting , out of polygons projectable into said pixel, wherein when the polygon projected into the pixel is a polygon forming said object, said pixel according to said polygon is drawn and wherein when the polygon projected  
15        into the pixel is a polygon forming said contour-drawing object, said pixel in an optional contour color is drawn.

20        18. A video game apparatus which draws an object in a virtual space, comprising:

a computer; and

a computer-readable storage medium storing a program to be executed by said computer,

25        wherein said program is structured so as to make said computer perform:

generating a contour-drawing object having a size greater than that of said object;

30        determining positions of said contour-drawing object and said object so that said contour-drawing object thus generated in said generation is positioned behind said object when observed from a view point; and

drawing said object at said position thus  
determined in said position determination and drawing  
said contour-drawing object in an optional contour  
color and at said position determined in said position  
5 determination except for an overlapping portion between  
said object and said contour-drawing object when  
observed from the view point.

19. A computer program for a video game, which  
10 draws an object in a virtual space,  
wherein said computer program is structured so as  
to make a computer perform:

generating a contour-drawing object having a size  
greater than that of said object;

15 determining positions of said contour-drawing  
object and said object so that said contour-drawing  
object thus generated is positioned behind said object  
when observed from a view point; and

20 drawing said object at said position thus  
determined and drawing said contour-drawing object in  
an optional contour color and at said determined  
position except for an overlapping portion between said  
object and said contour-drawing object when observed  
from the view point.

25 20. A computer program for a video game, which  
draws an object comprised of a plurality of polygons,  
wherein said computer program is structured so as  
to make a computer perform:

30 generating a contour-drawing object having a size  
greater than that of said object;

setting a distance from a view point of each polygon forming said contour-drawing object and said object so that said contour-drawing object thus generated is positioned behind said object when  
5 observed from the view point; and

drawing each polygon forming said object and drawing each polygon forming said contour-drawing object in an optional contour color in accordance with a drawing order of said polygons resulting from  
10 sequencing of said polygons from the greatest distance from the view point, set in said setting.

21. A computer program for a video game, which draws an object comprised of a plurality of polygons,  
15 wherein said computer program is structured so as to make a computer perform:

generating a contour-drawing object having a size greater than that of said object;

setting a distance from a view point of each polygon forming said contour-drawing object and said object so that said contour-drawing object thus generated is positioned behind said object when  
20 observed from the view point; and

drawing a pixel according to a polygon having a distance closest to the view point, set in said  
25 setting, out of polygons projectable into said pixel, wherein when the polygon projected into the pixel is a polygon forming said object, said pixel is drawn according to said polygon and wherein when the polygon  
30 projected into the pixel is a polygon forming said contour-drawing object, said pixel is drawn in an

optional contour color.